

IMPERIUM CHRONICLES

FLEETS AT WAR:

FIGHTER WING



TACTICAL FIGHTER COMBAT

IMPERIUM CHRONICLES

FLEETS AT WAR: FIGHTER WING

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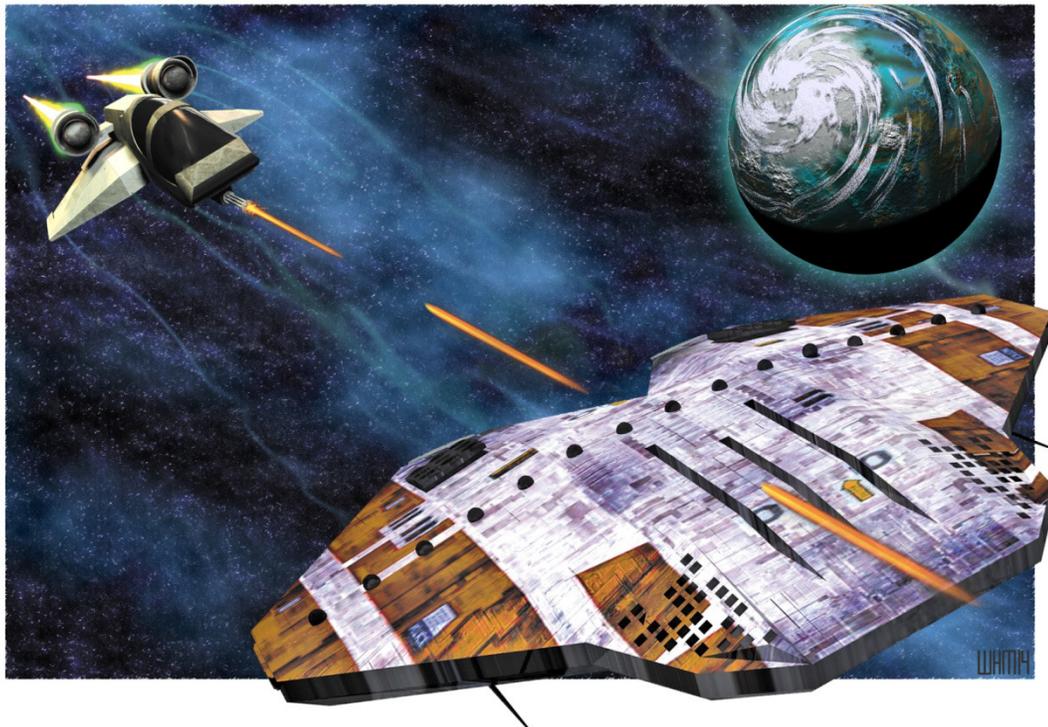
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INTRODUCTION

THE STORY

Thousands of years in the future, humanity has spread to the Andromeda Galaxy and established an empire of man called the *Imperium*. Spanning hundreds of light years, the Imperium is a superpower with only one true rival, the Magna Supremacy. After three interstellar wars, neither has achieved a decisive victory.

During the most recent conflict, the Talion Republic (a Magna client state) sided with the Supremacy, but suffered the wrath of the Imperium after the war was over. To make matters worse, the Tals endure sporadic attacks by an enigmatic race called the K'thonians who seem bent on sowing chaos wherever they appear.

Last but not least, a loose collection of space marauders called the Pirate Clans roam the outskirts of the Imperium, preying on merchant ships along the frontier. The Imperial Navy keeps a vigilant eye out for pirate attacks and privateers sent by the Magna across the border.

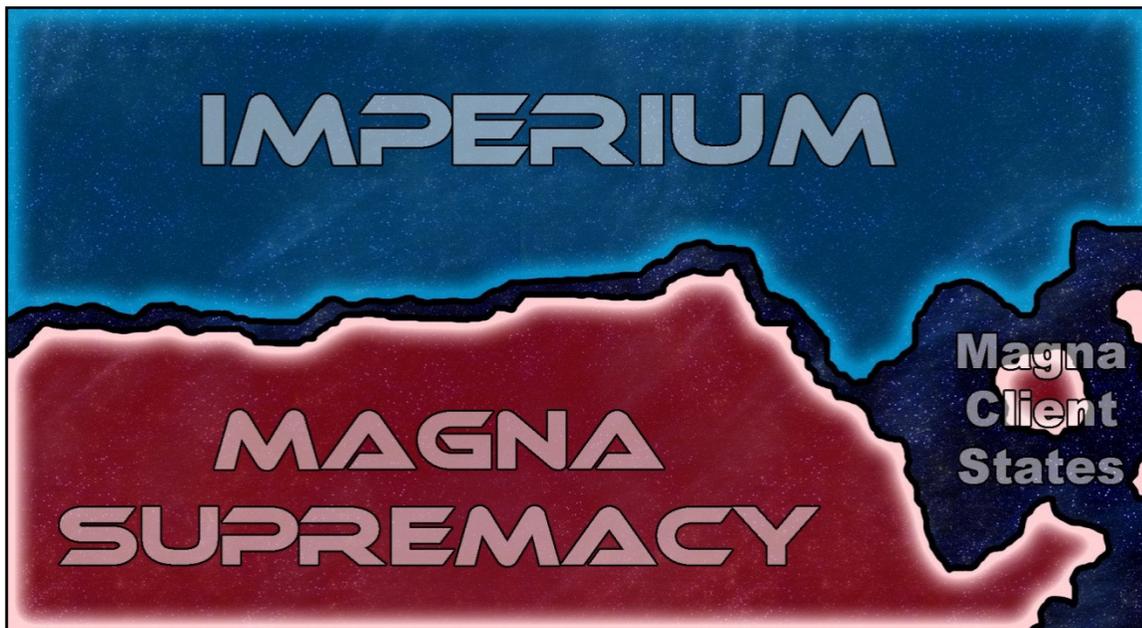
THE GAME

Fighter Wing is a tactical wargame played on the floor or a large tabletop with cardboard counters representing starships, fighters, and other spacecraft. The game allows players to engage in battles from small skirmishes all the way up to large-scale clashes.

Compatibility

Although *Fighter Wing* is set in the same universe as *Fleets at War!*, the two games are not directly compatible. *Fleets at War!* uses a much larger scale depicting battles between capital ships whereas *Fighter Wing* uses a smaller scale showing more detailed combat between fighters and up to frigate-sized vessels.

Note: You do NOT need *Fleets at War!* to play *Fighter Wing*.



FLEETS AT WAR: FIGHTER WING

What You Need to Play

To play the game, you will need:

- One ten-sided die (1d10).
- Pen (or pencil) and paper for notes.
- The Stat Cards, Data Sheets, and paper counters found at the back of this rule book.
- A ruler, yardstick, tape measure, or other tool to measure distance.
- Last but not least, the rulebook itself.

Optionally, you should consider using plastic card protectors (the kind typically used in trading card games) and dry-erase pens so you can mark on the Stat Cards without damaging them.

The IMP System

Fighter Wing uses the *IMP System* that reduces the number of die rolls necessary during play. All other calculations are done by referencing a chart of two opposing attributes (ex. Damage vs. Armor) to find a result. The goal of the system is to speed up play and allow for large-scale battles.

Game Scale

Each counter in the game represents a single starship or fighter. An inch equals approximately 0.1 miles, or a mile equals 10 inches. Each game turn equals roughly 1 to 2 minutes.

Stat Cards

Each class of ship (i.e.: frigate, destroyer, fighter, etc.) has a one- or two-sided card listing all the stats for that class, including its offensive and defensive capabilities.

Players should print or photocopy as many of the cards as necessary for the current game session, one card per ship. There is also a place on the card to write in the individual ship's name or number, which are displayed on each counter.

It is suggested that players put each Stat Card into a plastic sleeve, which protects the card itself while allowing players to write with dry-erase pen on the plastic. This way, the same cards can be used repeatedly.

Card Components

Each Stat Card consists of several attributes and other information useful during game play:

Agility: This is one of the most important attributes because it is used to determine whether an attack (for everything except missiles) hits its target. During combat, a weapon's accuracy is compared to the defending ship's agility on a combat chart, producing a number that must be rolled using a 1d10. The higher a ship's agility, the harder it is to hit.

Armor: A defending ship's armor value is compared to the attacking weapon's damage to find the number of superstructure boxes marked off the defender's Stat Card. The higher the armor value, the less superstructure boxes will be marked.

ECM: A ship's Electronic Countermeasures attribute is used to defend against missile attacks. An attacker's sensor attribute is compared to the defender's ECM value, providing a number that must be rolled with 1d10. If the roll fails, the missile is no longer "locked" on the target and will miss if a new lock is not acquired.

Max Speed: This describes the maximum number of spaces (or inches) a ship can move per turn. In most cases, smaller ships and missiles move the fastest while larger ships are slower.

Sensors: For missile attacks, the sensor value is compared to the defending ship's ECM attribute, producing a number that must be rolled using a 1d10. If the roll is successful, then the attacking missile maintains a "lock" on the target. The sensor attribute also determines how many individual targets may be attacked per turn.

Shields: Part of a ship's defense, the shield attribute decreases the damage value of the attacking weapon.

Superstructure: This determines the amount of damage a ship can withstand before being destroyed. Larger ships will have a higher superstructure value.

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Thrust: This is the amount a ship can increase (or decrease) its current speed. Smaller craft and missiles have higher thrust values.

Using the Stat Card

Besides acting as a quick reference for a ship's attributes, the Stat Card also features boxes that are checked off (i.e.: filled in) to keep track of ammo, small craft, and superstructure points.

As a weapon (including missile launchers) uses ammo, the player marks off a box for each shot expended. Once all the boxes are filled in, that weapon is out of ammo and cannot be used for the remainder of combat.

Also, for each point of damage a ship suffers, a superstructure box is checked off. Once all the superstructure boxes are filled in, that ship is destroyed and removed from the playing surface.

Data Sheet

Each player gets a sheet listing the attributes of the weapons available in the game. Like ships,

weapons have attributes denoting their relative effectiveness.

Weapons are divided into three groups: Direct Fire, Guided, and Self-Guided.

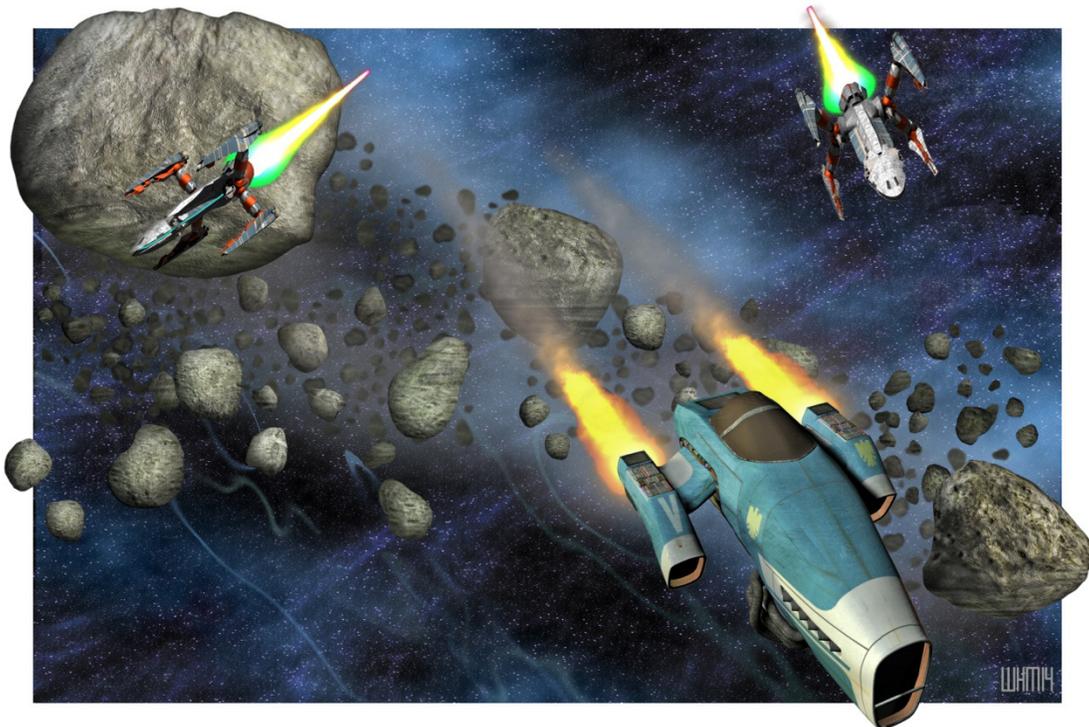
Direct-Fire Weapons

Direct-fire weapons are those that fire a projectile or beam/pulse of energy directly at a target. Once fired, these weapons immediately hit or miss their target during the same turn of play.

Direct-fire weapons are housed in fixed mounts that can only hit opponents within a specific arc (ex. forward, starboard, etc.), or in turrets that can attack targets in any direction.

Accuracy: The accuracy attribute is compared to the defending ship's agility to find a number that must be rolled with a 1d10. If the roll is made, the weapon has succeeded in hitting the target.

Damage: This attribute helps determine how many superstructure boxes are checked off after



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a successful hit. The damage attribute is compared to the defending ship's armor value to give the number of boxes.

Range: The target must be within this number of spaces (inches) for the weapon to hit.

Rate of Fire (RoF): This attribute is the number of shots the weapon can fire per turn. Each shot is rolled as a separate attack. Usually, the higher the RoF, the lower the overall accuracy of the weapon. Note that a weapon cannot make fewer attacks per turn than its RoF. In other words, if a weapon's RoF is 3, it cannot make less than 3 attacks per turn (such as to conserve ammo). Missile and torpedo launchers are the exception to this rule. In the case of double and triple launchers, each launcher fires independently and thus the player can choose not to fire one or more of the multi-tube launchers.

Ammo: Projectile weapons and missile/torpedo launchers have a set number of shots before running out of ammunition. On a ship's Stat Card, weapons with limited ammo have check boxes denoting the total amount of ammunition available. When the weapon is fired, a box is checked for each shot taken. Once all the boxes are checked, the weapon has run out of ammo and cannot fire for the remainder of combat.

Guided Weapons

Missiles are special weapons because they are guided to their target using a ship's sensors. As discussed under Stat Cards, an attacking ship's sensor attribute is compared to the defending ship's ECM value to find a number that must be rolled with a 1d10 each turn. A successful roll means the sensors are "locked" on to the defending ship. If a missile reaches the target while the attacking ship's sensors are locked on, the missile automatically hits the target. If sensors are not locked on when the missile reaches the target, the missile misses. However, that missile may turn around and make another pass if it has enough fuel (and has regained a lock on the defending ship). A new check is made each turn.

Damage: This value is identical to energy and projectile weapons.

Max Speed: This is the total number of spaces (inches) the missile moves each turn. Due to a missile's fast acceleration, it achieves its max speed immediately after launch.

Max Flight: This is the total number of turns a missile can fly before running out of fuel. Once the fuel runs out, the missile is removed from combat.

Agility: Each missile has an agility (AGI) attribute in case a defending ship attempts to shoot it down with direct-fire weapons. In that case, the weapon's accuracy attribute is compared to the missile's AGI to produce a number that must be rolled with a 1d10. If a missile is hit by anti-missile fire, it is automatically destroyed and removed from combat.

ECM: Each missile also has an ECM value used against missiles (especially anti-missile missiles). When a ship is attempting to shoot down an attacking missile, it must acquire a successful sensor lock by comparing its sensor value to the missile's ECM on the applicable chart and rolling a 1d10. If the defender has a successful lock when his missile reaches the attacking missile, a hit is automatically achieved and both missiles are removed from play.

Self-Guided Weapons

Some weapons, such as torpedoes, are large enough that they actually carry their own sensor array. This means that instead of needing a sensor lock from the attacking ship, the torpedo can acquire its own lock. In other words, when attacking with a torpedo, the player would treat it just like a missile, but use the torpedo's own sensor value instead of that of the launching ship.

Pilot Skill (Optional)

At the beginning of the game (or as each new ship appears during play), each ship can be assigned a marker denoting the skill of its pilot. The level of skill (rookie, veteran, or ace) can be based on the scenario, on a mutual decision made by the players, or picked randomly. See *Pilot Skill* in the Combat chapter for more information.

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Glossary

Aft: This is the rear or back of the ship.

Attribute: Each ship and weapon system has different attributes (or values) denoting their strengths and weaknesses. These are used with a chart to compare one ship's attribute to another ship's attribute (ex. Damage vs. Armor) to resolve combat without rolling dice.

Autocannon: Similar to a Gatling gun, the autocannon fires exploding shells instead of solid projectiles.

Bank: A minor change of direction (45 degrees left or right).

Barrel Roll: A maneuver that allows a craft to change its lateral position left or right without changing its forward direction. It also allows the craft to use less of its forward movement (to prevent overshooting an opponent).

Boat (PG, PM, PT): A small space vessel that lacks a faster-than-light (FTL) drive. It is used to patrol within a star system.

Counter: A piece of paper or cardboard designed to represent a ship in the game.

Data Sheet: This is a page listing the stats for various weapons used in the game.

Destroyer (DD): A fast warship used to protect other vessels and/or patrol star systems.

Electronic Countermeasures (ECM): Used to prevent or break the lock of a missile on its target.

Fighter (F): A small craft usually carried aboard a carrier or juggernaut. What it lacks in weaponry and armor, it makes up for in speed and agility.

Flight: A group of between 3 to 4 fighters.

Fore: The front of a ship.

Freighter (AK): A merchant ship carrying cargo between planets and star systems. This is the typical prey of pirates.

Frigate (FF): A warship usually smaller than a destroyer.

Frontier Fleet: An Imperial fleet stationed along the border near the Magna Client States. Used primarily to support the Guardian fleet and to fight piracy within the Imperium.

Gravity Well: An area of space around a planet or star where starships cannot activate their FTL drives. Most combat occurs in the gravity well to prevent either side from easily fleeing from battle.

Guardian Fleet: The largest fleet of the Imperium, stationed along the Magna border.

Gunboat (PG): A patrol boat armed with projectile weapons instead of missiles.

Immelmann: A maneuver that changes the craft's direction by 180 degrees (i.e.: facing the opposite direction from its original heading).

Imperium: An interstellar empire dominated by humans.

K'thonian Void: The mysterious group bent on spreading fear and chaos in the universe.

Lock: Guided by a ship's sensors, a missile must maintain a lock on its target to succeed in hitting it. It can be disrupted by a target's ECM.

Loop: A maneuver that allows the craft to potentially get behind an enemy that is currently trailing it.

Magna Supremacy: An empire comparable to the Imperium, but controlled by a race of horned, green-skinned humanoids.

Marker: Similar to a counter, except it denotes a value on the tabletop such as a ship's current speed.

Missile Boat (PM): A patrol boat predominately armed with missiles.

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Mothership: Any vessel that is capable of launching and recovering other craft, such as fighters or drones.

Movement Point (MP): Used by the player to determine how far a ship can move each turn.

Particle Gun: This weapon fires a focused beam of energy particles, similar to an ion cannon, but doing greater damage.

Pirate Clans: A group of loosely organized tribes that subsist by attacking commercial shipping. Not affiliated with privateers hired by the Magna Supremacy.

Port: The left side of a ship.

Rail Gun: Using an electromagnetically charged barrel, this weapon propels a solid projectile at very high velocity toward its target.

Remote Drones (DR & DRH): These are small craft similar to fighters except controlled by a larger ship. They come in regular and heavy versions.

Rocket Pod: This weapon fires a high volume of unguided rockets at its target. Since the rockets are not very accurate, the weapon depends on the sheer number of projectiles to ensure a hit on the target.

Sensor: Includes radar and other devices to track enemies and maintain a lock on attacking missiles.

Sidestep: A maneuver that changes the craft's lateral (side-to-side) position without changing its forward direction.

Squadron: A group of 3 to 4 flights (9 to 12 fighters).

Starboard: The right side of a ship.

Starship: A star-faring vessel capable of FTL travel.

Sulitsa Fleet: The largest fleet in the Magna Navy. Its sole purpose is to attack the Imperium.

Talion Republic: A member of the Magna Client States that supported the Magna Supremacy during their most recent war with the Imperium.

Torpedo Boat (PT): A patrol boat armed with slow, but powerful torpedoes.

Torpedo Bomber (TB): A craft similar to fighters except designed to carry torpedoes. Due to their larger size, a flight of torpedo bombers includes only three craft instead of the usual four.

Torpedo Launcher: Torpedoes fired by this weapon are slow, but carry a large warhead capable of damaging even capital ships. Due to its large size, the torpedo carries its own sensors, allowing it to lock on targets without help from the launching craft.

Wing: An administrative group of several squadrons.

Wingover: A maneuver similar to the Immelmann except the craft also changes its lateral (left or right) position.